Amendments to the Specification:

Please replace the paragraph starting on page 9, line 11 with the following paragraph.

Figure 1 is a graphical illustration of an effect tree 100 comprised of video sources 105, video effects 110, and image processing routines 120 that produce a final video effect 130. As shown in **Figure 1**, a video source 105 and a video effect 110 and 130 is represented by a box and an image processing routine ~~130~~ 120 is represented by an arrow.

Please replace the paragraph starting on page 10, line 10 with the following paragraph.

Each image processing routine ~~130~~ 120 processes one or more input sources (e.g., a video source 105 or video effect 110) to produce a single output effect. For example, the blend routine processes two video effects (color corrected video 1 and color corrected video 2) to produce a blended video 1 and video 2 effect. Each source and output effect represents a frame of video data that is typically stored in a data structure in a buffer. An image processing routine 120 that processes an input source is executed by a processor that typically uses a cache to store data recently used or produced by the image processing routine. Conventionally, an image processing routine is performed using full frame steps that can cause cache overflow or cache "misses."

Please replace the paragraph starting on page 13, line 10 with the following paragraph.

Figure 3 is a flowchart of a method 300 for performing bandable image processing routines. The method 300 begins when an initial list of image processing routine identifiers is determined (at 305), as described in relation to **Figure 2~~5~~**. The initial list of routine identifiers contains multiple routine identifiers (e.g., color correction 1, color correction 2, blend, scale, composite, etc.) listed in a specific order. Each routine identifier is used to identify and call a corresponding image processing routine (i.e., objects) containing instruction code that is executed to perform a particular image processing operation (e.g., color correction, blend, etc.). The routine identifiers are positioned in the initial list of routine identifiers in a specific order and hence the corresponding routines are called and executed in an order specified by the list to produce a particular final effect (a displayed frame).